Shocktroop Devil

LARGE IMMORTAL HUMANOID (DEVIL) — LEVEL 7 SOLDIER

AC 23 | FORT 22 | REF 19 | WILL 19 | HP/Bloodied 57/28

INIT +11 | SPD 6 | FLY 6

Senses nethersight; Perception +6

ATTACKS

(+) **Longsword** +12 vs AC; 1d8+6 AND followup

Followup (Shield Bash) +10 vs Fort; Dazed 1 rd AND push 1

LIMITED POWERS

↓ **Mad Devil** Standard; (+) atk against up to 3 adj targets.

ABILITIES

Pursue Can shift immed after making opp atk.

STR +9 (22) | CON +7 (19) | DEX +6 (16) | INT +3 (10) | WIS +6 (16) | CHA +3 (11)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Gnaw Demon

SMALL ELEMENTAL HUMANOID (DEMON) — LEVEL 5 SKIRMISHER

AC 19 | FORT 17 | REF 9 | WILL 13 | HP/Bloodied 49/24

INIT +0 | SPD 3 | FLY 5

Senses darkvision; Perception +3

Resist var 15 (1/encounter)

ATTACKS

(+) **Bite** +6 vs AC; 1d8+4

↓ **Devouring Bite** Immed, when Bloodied enemy moves adj or this creature moves adj to Bloodied enemy; +6 vs AC; 2d8+4

ABILITIES

Hungry Teleport Move; tport adj to Bloodied enemy in sight.

SKILLS: Stealth +5

STR +6 (18) | CON +7 (21) | DEX +0 (7) | INT +1 (9) | WIS +3 (12) | CHA +1 (9)

D&D ROLEPLAYING STATS — Illus. Wayne England

Voracious Ice Devil

LARGE IMMORTAL HUMANOID (DEVIL) — LEVEL 20 SOLDIER

AC 36 | FORT 33 | REF 31 | WILL 29 | HP/Bloodied 130/65

INIT +21 | SPD 8

Senses nethersight; Perception +13

Immune cold **Resist** fire 15

ATTACKS: (+) **Icy Longspear** Reach 3; +23 vs Fort; 2d8+8 cold AND Slowed (save ends)

↓ **Claw** +24 vs AC; 2d6+7

LIMITED POWERS: ⇖ **Freezing Breath** Cone 6; +23 vs Fort; 2d6+8 AND Slowed (save ends). Rchg 3.

↝ **Chilling Command** Minor; rg 5; +19 vs Will, target affected by *cold as hell; devilchill* OR *hell ice* if target already affected by *devilchill*. Rchg 4.

Devilchill Ongoing 5 cold AND Immobilized (save ends).

Hell Ice *Devilchill* AND take no actions (cold, save ends: aftereffect *devilchill*).

ABILITIES: Cold as Hell Aura 5; enemies -2 atk.

STR +17 (25) | CON +18 (27) | DEX +16 (22) | INT +12 (15) | WIS +13 (17) | CHA +14 (19)

D&D ROLEPLAYING STATS — Illus. Wayne England

Efreeti Flamestrider

LARGE ELEMENTAL HUMANOID (FIRE) — LEVEL 23 SKIRMISHER

AC 39 | FORT 38 | REF 37 | WILL 36 | HP/Bloodied 135/67

INIT +18 | SPD 6 | FLY 8 (Hv)

Senses Perception +15

Resist fire 35

ATTACKS

(+) **Scimitar** Reach 2; +29 vs AC; 1d6+8 + 2d6 fire

↝ **Fiery Grasp** Rg 20; +24 vs Ref; 4d6+6 fire AND Slowed 1 rd. *Minor:* Maintain Slowed and 3d6 fire additional rd. Only 1 at a time.

ABILITIES

Fiery Teleport Move; 20 (line of sight) adj to fire creature or target of *fiery grasp*.

STR +19 (27) | CON +18 (25) | DEX +18 (24) | INT +16 (20) | WIS +15 (18) | CHA +17 (22)

D&D ROLEPLAYING STATS — Illus. David Griffith

Deathpriest of Orcus

MEDIUM NATURAL HUMANOID (HUMAN) — LEVEL 15 ELITE CONTROLLER

AC 30 | FORT 27 | REF 26 | WILL 28 | HP/Bloodied 121/60

INIT +8 | SPD 6

Senses Perception +13 **Resist** nec 10; save +2

ATTACKS

(+) **Skull Mace** +22 vs AC; 2d6+4 AND ongoing 5 nec

⇖ **Censer Whirl** Burst 1; +17 vs Ref; 1d8+6 AND ongoing 5 nec

LIMITED POWERS

Action Point 1

Deny the Heretic Immed (interrupt); cancel atk against ally within 10.

↝ **Visage of Orcus** Rg 20; +17 vs Will; 2d10+6 cold AND ongoing 5 nec AND Immobilized. Rchg when an enemy dies.

ABILITIES

Bulwark of Orcus Aura, adj allies; +2 AC/Def.

STR +11 (19) | CON +9 (14) | DEX +8 (12) | INT +8 (12) | WIS +13 (23) | CHA +13 (23)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Visceral Devourer

MEDIUM SHADOW HUMANOID (UNDEAD) — LEVEL 12 SOLDIER

AC 28 | FORT 26 | REF 23 | WILL 24 | HP/Bloodied 83/41

INIT +13 | SPD 6

Senses darkvision; Perception +10

Immune poison **Resist** nec 15 **Vuln** rad 5

ATTACKS: (+) Claw +17 vs AC; 1d10+4

↓ **Hungry Viscera** Minor; +18 vs AC; 1d4+5 AND Grabbed. Up to 4 viscera, -1 each to escape checks (1 target at a time).

Devour Viscera Minor; living Grabbed only; 5 nec per grabbing viscus AND this creature heals same amt.

Improved Grab

ABILITIES

Visceral Ward +2 Def while enemy Grabbed by *hungry viscera*.

SKILLS: Stealth +13

STR +10 (18) | CON +11 (20) | DEX +8 (15) | INT +7 (12) | WIS +5 (9) | CHA +9 (17)

D&D ROLEPLAYING STATS — Illus. William O'Connor

Degenerate Cultist of Orcus

MEDIUM NATURAL HUMANOID — LEVEL 8 BRUTE

AC 20 | FORT 18 | REF 17 | WILL 15 | HP/Bloodied 70/35

INIT +7 | SPD 7

Senses Perception +5

Resist 10 nec

ATTACKS

(+) **Mace** +10 vs AC; 1d8+5 + 1d6 nec

↓ **Desperation of the Abyss** Once Bloodied; standard; 2 (+) atks.

LIMITED POWERS

↓ **Crushing Smite** +8 vs AC; 1d8+9 + 2d6 nec. Rchg 6.

⇖ **Demonic Battle Cry** Burst 2; +8 vs Will; 3d6 nec AND Staggered. Rchg 6.

SKILLS: Athletics +13

STR +8 (19) | CON +8 (18) | DEX +7 (17) | INT +3 (9) | WIS +5 (12) | CHA +4 (10)

D&D ROLEPLAYING STATS — Illus. Warren Mahy

Doresain, the Ghoul King

MEDIUM IMMORTAL HUMANOID — LEVEL 24 SOLDIER (LEADER)

AC 40 | FORT 36 | REF 36 | WILL 34 | HP/Bloodied 143/71

INIT +20 | SPD 6

Senses darkvision; Perception +20

Immune poison **Resist** nec 30, rad 15

ATTACKS: (+) ***Toothlust*** +29 vs AC; 3d6+6 AND followup

Followup +27 vs Fort; *ghoul touch* (see text)

⇖ **Cloak of Mouths** Burst 3; +29 vs AC; 4d6+5 nec AND Slowed (save ends)

Ghoul Touch Ongoing 10 nec AND Enervated (save ends)

LIMITED POWERS

Doresain's Command Tport all undead allies within 10 up to 5. Rchg when first Bloodied.

ABILITIES: Glory of Orcus Aura 5; undead allies heal 10 hp.

STR +18 (22) | CON +17 (20) | DEX +15 (16) | INT +18 (22) | WIS +15 (16) | CHA +17 (20)

D&D ROLEPLAYING STATS — Illus. David Griffith

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Thunderblast Cyclone

HUGE ELEMENTAL MAGICAL BEAST (AIR, STORM) — LEVEL 26 ELITE ARTILLERY

AC 39 | FORT 41 | REF 42 | WILL 35 | HP/Bloodied 149/74

INIT +23 | **FLY** 10(Hv)

Senses Perception +15
Resist lgt 40, thnd 40; save +2

ATTACKS

⨺ **Lightning Arc** Reach 3; +29 vs Ref; 1d10+9 lgt
✧ **Thunderclap** Burst 2; +29 vs Fort; 3d10+9 thnd
✧ **Lightning Bolt** Line 10; +29 vs Ref; 2d10+9 lgt (half on miss)

LIMITED POWERS: Action Point 1

✧ **Charged Mist** 1d10+9 lgt to all within 3 AND this creature is insubstantial until end of its next turn.
✧ **Lightning Storm** Starts uncharged; burst 3 within 20; +29 vs Ref; 6d8+9, half thnd/half lgt (half on miss). Rchg 3.

STR +20 (25) | **CON** +22 (29) | **DEX** +24 (32) | **INT** +12 (8) | **WIS** +16 (17) | **CHA** +15 (15)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Armored Guulvorg

HUGE NATURAL BEAST — LEVEL 13 ELITE SOLDIER

AC 34 | FORT 28 | REF 21 | WILL 19 | HP/Bloodied 127/63

INIT +11 | **SPD** 8

Senses blindsight; Perception +8
Immune cold | **Resist** fire 15

ATTACKS

⨺ **Bite** Reach 2; +18 vs AC; 1d10+10
⨽ **Boiling Blood** Reaction, whenever adj enemy damages this creature with ⨽ atk; +13 vs Ref; 3d6 fire

LIMITED POWERS

✧ **Tail Sweep** Cone 3; +14 vs Ref; 1d8+10 AND prone. Rchg 4.

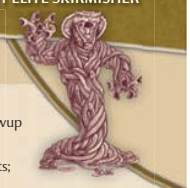
SKILLS: Athletics +19

STR +14 (26) | **CON** +13 (25) | **DEX** +11 (20) | **INT** +1 (2) | **WIS** +8 (15) | **CHA** +5 (9)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Yuan-Ti Anathema

HUGE NATURAL MAGICAL BEAST (SERPENT) — LEVEL 21 ELITE SKIRMISHER



AC 37 | FORT 38 | REF 35 | WILL 35 | HP/Bloodied 190/95

INIT +16 | **SPD** 8

Senses Perception +17 | **Immune** poison

ATTACKS: ⨺ **Bite** Reach 3; +26 vs AC; 2d8+7 AND followup
Followup +24 vs Fort; *Zehir's gift* (see text)
⨽ **Snake-Head Arms** Reach 3; +26 vs AC, 2 separate targets; 3d4+7 AND ongoing 10 poison
✧ **Hundreds of Snakes** All adj enemies; +26 vs Fort; 4d4+9 AND ongoing 10 poison. This creature can't atk again until uses *swarm of snakes*.
Zehir's Gift (Poison; save ends) Ongoing 15 poison AND -4 atk.

LIMITED POWERS: Serpentine Trample (Poison, save ends) Move through smaller creature and +24 vs Fort; Restrained AND ongoing 10 poison. Rchg 5.

ABILITIES: Swarm of Snakes Move up to 10 to empty space, no opp atks, ignore diff terrain.

STR +17 (25) | **CON** +19 (28) | **DEX** +16 (23) | **INT** +7 (5) | **WIS** +12 (15) | **CHA** +16 (22)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Bugbear Lancebreaker

MEDIUM NATURAL HUMANOID (GOBLIN) — LEVEL 7 SOLDIER

AC 23 | FORT 19 | REF 17 | WILL 17 | HP/Bloodied 54/27

INIT +6 | **SPD** 6

Senses low-light vision; Perception +5

ATTACKS

⨺ **Warhammer** +12 (Str) vs AC; 1d10+5
Bar the Way: Whenever hits with opp atk, target Immobilized 1 rd.

ABILITIES

Solid Footing: Not subject to enemy push/pull/slide.

STR +8 (20) | **CON** +6 (16) | **DEX** +6 (16) | **INT** 3 (+10) | **WIS** +5 (14) | **CHA** +3 (10)

D&D ROLEPLAYING STATS — Illus. David Griffith

Elder Red Dragon

HUGE NATURAL MAGICAL BEAST (DRAGON) — LEVEL 22 SOLO SOLDIER

AC 42 | FORT 39 | REF 36 | WILL 33 | HP/Bloodied 365/182

INIT +17 | **SPD** 8 | **FLY** 10

Senses darkvision; Perception +24 | **Resist** fire 35; save +5

ATTACKS: ⨺ **Bite** Reach 3; +27 vs AC; 2d10+9 + 4d6 fire
⨽ **2 Claws** Reach 3; +27 vs AC; 2d10+9 each
⨽ **Tail Slap** Reach 2; +26 vs Fort; 3d10+9 AND push 2
Tail Whip After any standard action, free tail slap against target it has not attacked this turn.
Warding Strike Reaction, when flanked; tail slap.

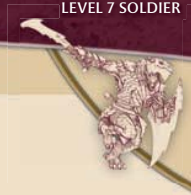
LIMITED POWERS: Action Points 2
Bloodied Breath Reaction, when first Bloodied; *breath wpn*.
✧ **Breath Wpn** Cone 10; +25 vs Ref; 3d12+8 fire (half on miss). Rchg 5.
✧ **Frightful Presence** Burst 10; +19 vs Will; Stunned 1 rd AND -2 atk (save ends). Rchg 6.
⟡ **Inferno Blast** Rg 20; +25 vs Ref; 3d10+8 fire AND ongoing 10 fire AND -2 atk (save ends). Replaces *breath wpn*.

STR +20 (28) | **CON** +19 (26) | **DEX** +17 (22) | **INT** +13 (15) | **WIS** +14 (17) | **CHA** +13 (15)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Dragonborn Defender

MEDIUM NATURAL HUMANOID — LEVEL 7 SOLDIER



AC 21 | FORT 19 | REF 20 | WILL 17 | HP/Bloodied 54/27

INIT +11 | **SPD** 5

Senses Perception +3

ATTACKS

⨺ **Battleaxe** +12 vs AC; 1d10+5
Dragonborn Fury +1 atk once Bloodied.

LIMITED POWERS

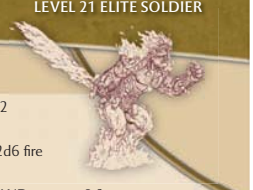
✧ **Dragon Breath** Cone 3; +10 vs Ref; 1d6+3 fire
⨽ **Staggering Blow** +12 vs Fort; 2d10+5 AND Stunned 1 round, then Slowed until end of battle. Rchg when scores a crit.

STR +8 (20) | **CON** +6 (16) | **DEX** +6 (17) | **INT** +3 (10) | **WIS** +3 (10) | **CHA** +4 (12)

D&D ROLEPLAYING STATS — Illus. William O'Connor

Fire Titan

HUGE ELEMENTAL HUMANOID (FIRE, GIANT) — LEVEL 21 ELITE SOLDIER



AC 38 | FORT 38 | REF 35 | WILL 35 | HP/Bloodied 185/92

INIT +16 | **SPD** 8

Senses Perception +20 | **Resist** fire 50; save +2

ATTACKS

⨺ **Greatsword** Reach 3; +27 vs AC; 2d8+9 + 2d6 fire
⨽ **Big Swing** 2 ⨺ atks, different targets.
✧ **Burning Wave** Burst 5; +24 vs Ref; 2d8 fire AND ongoing 8 fire (half on miss)
⨽ **Eyes on Me** Opp atk against enemy within reach that shifts or atks another creature.
⟡ **Hurl Lava** Rg 20; +21 vs Ref; 3d6+6 fire AND Immobilized 1 rd. Flying target drops 5, taking 2d10 dmg if hits ground. 2 x 2 area including 1 square of target's space is diff terrain until end of encounter; 3d6 fire entering or starting turn in area.

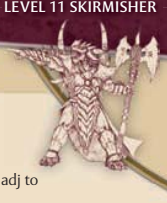
LIMITED POWERS: Action Point 1

STR +19 (29) | **CON** +16 (23) | **DEX** +16 (23) | **INT** +10 (10) | **WIS** +16 (23) | **CHA** +15 (21)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

Dragonborn Myrmidon

MEDIUM NATURAL HUMANOID — LEVEL 11 SKIRMISHER



AC 25 | FORT 21 | REF 23 | WILL 24 | HP/Bloodied 76/38

INIT +16 | **SPD** 7

Senses Perception +5

ATTACKS

⨺ **Halberd** +16 vs AC; 3d6+6
⨽ **Hammer and Anvil** +10 vs AC; 3d6+6 AND ally adj to target makes immed ⨺ atk
Dragonborn Fury +1 atk once Bloodied.

LIMITED POWERS

✧ **Dragon Breath** Cone 3; +14 vs Ref; 3d6+4 cold

STR +10 (20) | **CON** +9 (18) | **DEX** +11 (22) | **INT** +6 (12) | **WIS** +5 (10) | **CHA** +6 (13)

D&D ROLEPLAYING STATS — Illus. William O'Connor

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Dwarf Warsword
MEDIUM NATURAL HUMANOID (DWARF)

LEVEL 12 SOLDIER

AC 30 | FORT 25 | REF 22 | WILL 22 | HP/Bloodied 84/42

INIT +6 | **SPD** 5

Senses low-light; Perception +9
Resist save +5 poison
ATTACKS
⊕ **Longsword** +18 vs AC; 1d8+10
Blood Thirst +1d8 ⸸ dmg to Bloodied.
⸸ **Defender**: Immed, whenever adj enemy misses with ⸸ atk against ally; ⊕ atk against it.
Grudge Fighter +2d8 ⸸ dmg to last enemy that damaged this creature.
SKILLS: Endurance +13

STR +12 (22) | **CON** +11 (21) | **DEX** +6 (10) | **INT** +9 (16) | **WIS** +9 (17) | **CHA** +6 (11)

D&D ROLEPLAYING STATS — Illus. Wayne England

Goblin Runner
SMALL NATURAL HUMANOID (GOBLIN)

LEVEL 1 SKIRMISHER

AC 16 | FORT 10 | REF 14 | WILL 13 | HP/Bloodied 21/10

INIT +8 | **SPD** 9

Senses low-light vision; Perception +3
ATTACKS
⊕ **Spear** +5 vs AC; 1d6+2
↛ **Thrown Spear** Rg 5; +5 vs AC; 1d6+2
ABILITIES
Goblin Tactics Reaction, when missed by ⸸ atk; shift away from attacker.
Quick-Footed +2 AC against opp atk.

STR -1 (9) | **CON** +1 (13) | **DEX** +3 (17) | **INT** -1 (8) | **WIS** +3 (16) | **CHA** +0 (10)

D&D ROLEPLAYING STATS — Illus. David Griffith

Feybound Halfling
SMALL NATURAL HUMANOID (HALFLING)

LEVEL 11 ARTILLERY

AC 24 | FORT 22 | REF 24 | WILL 18 | HP/Bloodied 53/26

INIT +15 | **SPD** 7

Senses Perception +5
Resist save +5 fear
ATTACKS
⊕ **Mace** +12 vs AC; 1d6+7
↛ **Bewitching Blast** Rg 10; +16 vs Will; 1d6+7 psy AND push 1
LIMITED POWERS
✧ **Otherwind Stride** Burst 1; +16 vs Will; 1d8+7 psy AND tport this creature up to 5
ABILITIES
Halfling Avoidance Reaction, when hit; reroll atk.

STR +7 (15) | **CON** +8 (16) | **DEX** +10 (20) | **INT** +5 (11) | **WIS** +5 (10) | **CHA** +11 (23)

D&D ROLEPLAYING STATS — Illus. David Griffith

Hobgoblin Guard
MEDIUM NATURAL HUMANOID (GOBLIN)

LEVEL 3 SOLDIER

AC 21 | FORT 15 | REF 13 | WILL 13 | HP/Bloodied 33/16

INIT +3 | **SPD** 5

Senses low-light vision; Perception +3
ATTACKS
⊕ **Spear** +7 vs AC; 1d6+4
Jockey for Position Whenever hits with opp atk, can shift.
ABILITIES
Phalanx Soldier +2 AC when adj to hobgoblin ally.
Soldierly Discipline Save +2 within 2 of at least 2 allies.

STR +5 (19) | **CON** +3 (15) | **DEX** +3 (14) | **INT** +1 (11) | **WIS** +3 (14) | **CHA** +2 (13)

D&D ROLEPLAYING STATS — Illus. Warren Mahy

Fire Giant Raider
LARGE NATURAL HUMANOID (GIANT)

LEVEL 18 SOLDIER

AC 33 | FORT 34 | REF 28 | WILL 28 | HP/Bloodied 115/57

INIT +9 | **SPD** 6

Senses Perception +14
Resist fire 30
ATTACKS
⊕ **Greatsword** Reach 2; +24 vs AC; 2d8+6 + 2d6 fire
↛ **Iron Javelin** Rg 4/8/12/20; +18 vs AC; 1d6+20 AND Slowed 1 rd
Eyes on Me Opp atk against enemy within reach that shifts or atks another creature.
LIMITED POWERS
Sweeping Sword Standard; 2 smaller targets, ⊕ atk.

STR +15 (23) | **CON** +15 (22) | **DEX** +9 (11) | **INT** +9 (10) | **WIS** +9 (10) | **CHA** +9 (11)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

Mighty Blademaster
MEDIUM NATURAL HUMANOID

LEVEL 12 BRUTE

AC 26 | FORT 21 | REF 18 | WILL 17 | HP/Bloodied 90/45

INIT +8 | **SPD** 5

Senses Perception +5
ATTACKS
⊕ **Greatsword** +15 vs AC; 2d6+6
Sweeping Blow If hits with ⊕ atk, can make another ⊕ atk against another adj enemy until misses or has hit all adj enemies.
LIMITED POWERS
⸸ **Brutal Blow** +15 vs Fort; 4d6+6 AND push 2 AND prone. Rchg 5.
SKILLS: Athletics +15

STR +12 (23) | **CON** +10 (18) | **DEX** +8 (14) | **INT** +6 (10) | **WIS** +5 (9) | **CHA** +7 (13)

D&D ROLEPLAYING STATS — Illus. Ramon Perez

Fist of Moradin
MEDIUM NATURAL HUMANOID

LEVEL 4 SOLDIER (LEADER)

AC 21 | FORT 17 | REF 14 | WILL 17 | HP/Bloodied 38/19

INIT +2 | **SPD** 5

Senses low-light vision; Perception +5
Resist save +5 poison
ATTACKS
⊕ **Mace** +7 vs AC; 1d8+3; hit or miss, this creature gets +2 AC
LIMITED POWERS
⸸ **Burn the Heretic** +7 vs AC; ongoing 5 fire (save ends), no save on turn target atks
⸸ **Smite Unbeliever** +7 vs AC; 2d8+3 rad
⸸ **Thunder of the Gods** +7 vs AC; 1d8+3 thnd AND Dazed
ABILITIES: Shield of Faith Allies within 5 get +2 AC.

STR +5 (16) | **CON** +4 (15) | **DEX** +2 (10) | **INT** +2 (11) | **WIS** +5 (16) | **CHA** +3 (12)

D&D ROLEPLAYING STATS — Illus. Mike May

Skullcleave Warrior
MEDIUM NATURAL HUMANOID

LEVEL 15 SOLDIER

AC 33 | FORT 29 | REF 25 | WILL 25 | HP/Bloodied 95/47

INIT +8 | **SPD** 6

Senses Perception +9
ATTACKS
⊕ **Battleaxe** +19 vs AC; 1d12+9
Skullcleaver Whenever scores crit, can make ⊕ atk against another enemy in reach.
LIMITED POWERS
Unavoidable Strike Immed, when hits; crit. Rchg 6.

STR +13 (23) | **CON** +10 (17) | **DEX** +8 (12) | **INT** +9 (14) | **WIS** +9 (15) | **CHA** +7 (10)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

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Tiefling Gladiator

MEDIUM NATURAL HUMANOID (TIEFLING)

LEVEL 13 SOLDIER

AC 29 | FORT 26 | REF 26 | WILL 25 | HP/Bloodied 88/44

INIT +10 | SPD 6

Senses Perception +8 **Resist** fire 18

ATTACKS

⊕ **Longsword** +20 vs AC; 2d8+8

⊕ **Spinning Strike** +15 (Dex) vs Ref; 1d8+6 AND switch position with M or smaller

LIMITED POWERS

Angry Reply Standard; personal; remove all conditions and ongoing effects AND heal 30 HP, then make any atk.

⊕ **Infernal Wrath** Reaction when hit; attacker -5 Def 1 rd.

⊕ **Murderous Stratagem** +20 vs AC; 4d8+5

SKILLS: Bluff +9, Stealth +12

STR +12 (23)	CON +11 (20)	DEX +10 (18)	INT +7 (13)	WIS +8 (15)	CHA +7 (13)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Shadow Hulk

HUGE NATURAL MAGICAL BEAST

LEVEL 17 SOLO SOLDIER

AC 36 | FORT 37 | REF 33 | WILL 32 | HP/Bloodied 343/171

INIT +17 | SPD 6 | BRW 6

Senses darkvision, tremorsense 10; Perception +16

Resist save +5

ATTACKS: ⊕ **Claw** Reach 3; +21 vs AC; 2d6+8

⊕ **Twin Claw** Standard; 2 ⊕ atks.

↝ **Confusing Gaze** Rg 5; target that can see this creature at start of target's turn, +19 vs Will; Confused 1 rd

Clouded Mind Defense Reaction, when target of ⊕ or ↝ atk by Confused enemy; +17 vs Will; atk automatically misses OR instead targets any other creature within attacker's reach (your choice)

Prey on the Weak-Minded Opp atk against Confused target that starts turn within reach.

LIMITED POWERS: Action Points 2

STR +16 (26)	CON +15 (25)	DEX +12 (18)	INT +5 (5)	WIS +11 (16)	CHA +11 (17)

D&D ROLEPLAYING STATS — Illus. Kalman Andrasofszky

Fire Bat

MEDIUM ELEMENTAL BEAST (FIRE)

LEVEL 5 SKIRMISHER

AC 20 | FORT 15 | REF 20 | WILL 13 | HP/Bloodied 40/20

INIT +6 | SPD 2 | FLY 8

Senses Perception +8

Resist fire 10

ATTACKS

⊕ **Fiery Touch** +6 vs Ref; 1d6+4 fire AND ongoing 5 fire

LIMITED POWERS

⊕ **Fiery Swoop** Standard; fly up to 4 through enemies, atk each once, +6 vs Ref; 1d6+4 fire AND ongoing 5 fire

ABILITIES

Clumsy Grounded

STR +0 (6)	CON +3 (12)	DEX +6 (19)	INT -2 (2)	WIS +3 (12)	CHA +0 (7)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Xorn Ravager

MEDIUM ELEMENTAL MAGICAL BEAST (EARTH)

LEVEL 9 LURKER

AC 24 | FORT 23 | REF 20 | WILL 21 | HP/Bloodied 51/25

INIT +6 | SPD 5 | BRW 5

Senses all-around vision; Perception +7

ATTACKS

⊕ **Claw** +14 vs AC; 2d6+5

⊕ **Earthy Maw** Standard; brw up to 5, then attack Bloodied target, +14 vs Ref; 5d6+5. If target at 0 hp from this atk, move into its space. Otherwise, move adj to target.

LIMITED POWERS

⊕ **Undermine** Standard; brw up to 5 and attack each nonflying creature whose space is entered; +12 vs Fort; Stunned (save ends)

ABILITIES

All-Around Vision No cbt adv to flanking enemies.

STR +9 (20)	CON +10 (22)	DEX +6 (15)	INT +5 (12)	WIS +7 (17)	CHA +5 (12)

D&D ROLEPLAYING STATS — Illus. Wayne England

Orc Zombie

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 2 BRUTE

AC 11 | FORT 13 | REF 9 | WILL 10 | HP/Bloodied 26/13

INIT -1 | SPD 4

Senses darkvision; Perception +0

Immune poison **Resist** nec 10, wpn 5

Weakness vuln rad 5; massive dmg

ATTACKS

⊕ **Slam** +5 vs AC; 1d8+4

⊕ **Zombie Grab** Free, at start of turn (1/rd); +3 vs Fort; Restrained for 1 round; this creature has +1 atk per zombie ally adj to target

ABILITIES

Massive Dmg Destroyed by single atk of 14+ dmg.

STR +3 (14)	CON +1 (10)	DEX -1 (6)	INT -4 (1)	WIS +0 (8)	CHA -1 (7)

D&D ROLEPLAYING STATS — Illus. David Griffith

Cave Bear

MEDIUM NATURAL BEAST

LEVEL 6 ELITE BRUTE

AC 20 | FORT 22 | REF 17 | WILL 17 | HP/Bloodied 75/37

INIT +4 | SPD 8

Senses Perception +5

Resist save +2

ATTACKS

⊕ **Claw** +10 vs AC; 1d8+5 AND followup

Followup +8 vs Ref; M or smaller Grabbed

⊕ **Maul** Standard; 2 ⊕ atks.

Ursine Crush Standard; 2d8+5 to Grabbed.

LIMITED POWERS

Action Point 1

STR +8 (20)	CON +5 (15)	DEX +4 (13)	INT -1 (2)	WIS +5 (14)	CHA +4 (12)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Plaguechanged Ghoul

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 7 BRUTE

AC 21 | FORT 18 | REF 18 | WILL 14 | HP/Bloodied 61/30

INIT +8 | SPD 8

Senses darkvision; Perception +3

Immune poison **Resist** nec 10 **Weakness** vuln rad 5

ATTACKS

⊕ **Claw** +8 vs AC; 1d6+5 AND Immobilized 1 rd (Helpless 1 rd on crit)

LIMITED POWERS

⊕ **Gut Tongue** Reach 3; +8 vs Fort; pull 3 AND followup if target ends adj

Followup 2d10+5 + 2d6 acid AND Immobilized 1 rd. Rchg 3.

⊕ **Gut Maw** Immobilized, Helpless, or Unconscious only, +8 vs AC; 2d10+5 + 2d6 acid

SKILLS: Stealth +12

STR +8 (21)	CON +5 (15)	DEX +8 (20)	INT +1 (6)	WIS +3 (11)	CHA +4 (12)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Cockatrice

SMALL NATURAL BEAST

LEVEL 5 LURKER

AC 19 | FORT 14 | REF 19 | WILL 18 | HP/Bloodied 28/14

INIT +7 | SPD 5 | FLY 5 (CI)

Senses Perception +6

ATTACKS

⊕ **Gore** +10 vs AC; 1d8+5 AND Slowed (save ends); if already Slowed, Immobilized (save ends); if already Immobilized, Petrified (save ends; see text)

Petrified No actions, half damage from all atks, no saves except against Petrified.

STR +1 (9)	CON +3 (13)	DEX +7 (20)	INT -2 (2)	WIS +6 (18)	CHA +2 (10)

D&D ROLEPLAYING STATS — Illus. David Griffith

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Earth Titan

HUGE ELEMENTAL HUMANOID (EARTH, GIANT)

LEVEL 16 ELITE BRUTE

AC 31 | FORT 34 | REF 28 | WILL 29 | HP/Bloodied 172/86

INIT +7 | SPD 6

Senses Perception +9

Resist save +2

ATTACKS

⊕ **Fist** Reach 3; +19 vs AC; 2d12+6

↓ **Pummel** 2 ⊕ atks, different targets.

↗ **Hurl Earth** Rg 20; +19 vs Ref; 2d8+6 AND followup

Followup +19 vs Fort; Dazed (save ends)

LIMITED POWERS

Action Point 1

↙ **Earth Shock** Burst 2; +19 vs Fort; 2d10+6 (half on miss) AND Stunned

STR +14 (23)	CON +14 (22)	DEX +7 (8)	INT +8 (11)	WIS +9 (12)	CHA +9 (13)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Lizardfolk Raider

MEDIUM NATURAL HUMANOID

LEVEL 5 SKIRMISHER

AC 17 | FORT 17 | REF 15 | WILL 13 | HP/Bloodied 42/21

INIT +4 | SPD 6

Senses Perception +8

ATTACKS

⊕ **Warhammer** +7 vs AC; 1d10+3

⊕ **Bite** +5 vs AC; 1d6+3

Hammer and Shift Whenever hits with ↓ atk, can shift.

LIMITED POWERS

↓ **Swampland Vengeance** +7 vs AC; 2d10+3 AND Staggered 1 rd

ABILITIES

Swampwalk Ignores diff terrain in swamp.

SKILLS: Athletics +9

STR +5 (17)	CON +4 (14)	DEX +4 (15)	INT +1 (9)	WIS +3 (13)	CHA +1 (8)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Flamescorched Kobold

SMALL NATURAL HUMANOID

LEVEL 4 LURKER

AC 20 | FORT 11 | REF 17 | WILL 14 | HP/Bloodied 26/13

INIT +6 | SPD 6

Senses Perception +3

ATTACKS: ⊕ **Short Sword** +6 vs AC; 1d6+3

↓ **Twin Strike** Standard; 2 ⊕ atks.

Deft Cuts If hit same enemy with both *twin strike* atks, ongoing 5 wound.

ABILITIES

Easily Frightened Fear effects get +2 atk against this creature.

Selfish Dodge Immed, when target of ↓ or ↗ atk; redirect atk to adj kobold.

Shifty Minor; shift.

SKILLS: Acrobatics +11, Stealth +11

STR +1 (9)	CON +3 (12)	DEX +6 (18)	INT +1 (9)	WIS +3 (12)	CHA +4 (14)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Shifter Claw Adept

MEDIUM NATURAL HUMANOID

LEVEL 9 SKIRMISHER

AC 23 | FORT 22 | REF 21 | WILL 21 | HP/Bloodied 63/31

INIT +7 | SPD 7

Senses low-light vision; Perception +10

ATTACKS

⊕ **Claw** +14 vs AC; 2d6+4

Skirmish If moves at least 2 before atk; +2d6 dmg.

Spring Atk If does not move full spd before atk, can continue move after atk.

LIMITED POWERS

↓ **Claw Frenzy** +12 vs AC; 1d6+4, repeat against same target until miss. Rchg 4.

ABILITIES: Defensive Mobility +2 AC against opp atks while moving.

SKILLS: Acrobatics +8, Athletics +13

STR +8 (19)	CON +6 (15)	DEX +7 (16)	INT +4 (10)	WIS +7 (16)	CHA +3 (9)

D&D ROLEPLAYING STATS — Illus. Wayne England

Furious Owlbear

LARGE FEY BEAST

LEVEL 8 ELITE BRUTE

AC 19 | FORT 19 | REF 16 | WILL 17 | HP/Bloodied 95/47

INIT +6 | SPD 7

Senses low-light vision; Perception +12

Resist save +2

ATTACKS

⊕ **Claw** Reach 2; +7 vs AC; 2d8+18

↓ **Maul** Standard; 2 ⊕ atks.

LIMITED POWERS

Action Point 1

↙ **Stunning Screech** Reaction, when first Bloodied; burst 1; +5 vs Fort; Stunned 1 rd

STR +9 (20)	CON +7 (16)	DEX +6 (14)	INT +0 (2)	WIS +7 (16)	CHA +4 (10)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

Storm Giant Thunderer

LARGE NATURAL HUMANOID (GIANT)

LEVEL 24 CONTROLLER

AC 39 | FORT 40 | REF 36 | WILL 36 | HP/Bloodied 144/72

INIT +18 | SPD 8 | FLY 10(Hv)

Senses Perception +21

Resist lgt 25, thnd 25

ATTACKS

⊕ **Giant Maul** Reach 2; +29 vs AC; 2d10+10 plus 2d6 lgt

↗ **Hurl Thunderbolt** Rg 10; +23 vs Ref; 2d6+6 thnd AND push 1

LIMITED POWERS: ↙ **Howling Winds** Burst 4; +24 vs Fort; 1d12+6 AND push 4 AND prone (push 1 on miss). Rchg 5.

↙ **Storm Fury** Free; close 4; this creature gains +4 Ref/AC against ↗ wpn atks. Area is difficult terrain; flying creatures Slowed. Lasts until this creature ends effect.

↓ **Sweeping Sword** Standard; 2 ⊕ atks, different smaller targets. Rchg 6.

STR +22 (30)	CON +21 (28)	DEX +18 (22)	INT +14 (14)	WIS +16 (19)	CHA +18 (22)

D&D ROLEPLAYING STATS — Illus. David Griffith

Galeb Duhr

MEDIUM ELEMENTAL HUMANOID (DWARF)

LEVEL 11 CONTROLLER

AC 24 | FORT 27 | REF 22 | WILL 23 | HP/Bloodied 80/40

INIT +5 | SPD 4 | BRW 6

Senses tremorsense 10; Perception +7

Immune poison

ATTACKS

⊕ **Fist** +15 vs AC; 1d8+4

↗ **Earthen Grasp** Rg 10; +14 vs Fort; Grabbed (only 1 at a time)

↓ **Rolling Thunder** Move 4 and then atk adj target; +14 vs Fort; 2d8+6 AND push 2 AND prone

ABILITIES

Create Rubble Minor; any 4 squares within 10 are diff terrain.

STR +9 (19)	CON +11 (22)	DEX +5 (10)	INT +6 (13)	WIS +7 (15)	CHA +6 (13)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Angel of Retribution

LARGE IMMORTAL HUMANOID (ANGEL)

LEVEL 11 SOLDIER

AC 30 | FORT 26 | REF 21 | WILL 22 | HP/Bloodied 81/40

INIT +8 | SPD 6 | FLY 6

Senses Perception +12

Immune fear **Resist** cold 15

ATTACKS

⊕ **Shard Sword** Reach 2; +15 vs AC; 1d8+6 + 1d6 cold

LIMITED POWERS: ↗ **Mark of Retribution** Minor; rg sight; +12 vs Will; 2d6 cold AND Marked until end of encounter. Minor at will thereafter: push/pull 1, 2d6 cold. Rchg 5.

↓ **Retributive Strike** Reach 2; immed, when hit by atk; +15/+15 vs AC against attacker; 1d8+6 + 1d6 cold each. Rchg if both atks hit.

ABILITIES

Awesome Presence (Fear) -2 atk against this creature until Bloodied.

STR +10 (21)	CON +11 (23)	DEX +8 (17)	INT +6 (12)	WIS +7 (15)	CHA +8 (16)

D&D ROLEPLAYING STATS — Illus. William O'Connor

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Captain of the Watch

MEDIUM NATURAL HUMANOID — LEVEL 8 SOLDIER

AC 24 | FORT 22 | REF 19 | WILL 20 | HP/Bloodied 59/29

INIT +5 | **SPD** 6

Senses Perception +11

ATTACKS

⊕ **Longsword** +11 vs AC; 1d8+6

Pin Down Opp atk against adj enemies that shift.

LIMITED POWERS

↯ **Disarming Blow** +11 vs Ref; 2d8+6 AND throw held item 2 in any direction (your choice). Rchg 5.

ABILITIES

Bolstering Presence Aura 10; allies get save +2.

STR +8 (18)	CON +7 (16)	DEX +5 (13)	INT +4 (10)	WIS +6 (15)	CHA +6 (15)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

Eladrin Pyromancer

MEDIUM FEY HUMANOID (ELADRIN) — LEVEL 16 ARTILLERY

AC 30 | FORT 24 | REF 28 | WILL 26 | HP/Bloodied 64/32

INIT +13 | **SPD** 5

Senses Perception +11

Resist save +5 charm

ATTACKS

⊕ **Dagger** +18 vs AC; 1d4+5

✲ **Fireblast** Burst 2 within 10; +20 vs Ref; 1d6+7 fire (half on miss)

LIMITED POWERS

Fey Step Move; self; tport 5.

✧ **Razor Barrier** Burst 2; +22 vs AC; 1d4+7; repeat each rd until moves

✲ **Fireball** Burst 2 within 20; +20 vs Fort; 5d6+7 fire (half on miss)

STR +9 (13)	CON +10 (14)	DEX +13 (20)	INT +15 (25)	WIS +11 (17)	CHA +11 (16)

D&D ROLEPLAYING STATS — Illus. David Griffith

Chain Golem

HUGE NATURAL ANIMATE (CONSTRUCT) — LEVEL 18 ELITE SOLDIER

AC 34 | FORT 32 | REF 27 | WILL 27 | HP/Bloodied 162/81

INIT +12 | **SPD** 8

Senses darkvision; Perception +12 **Resist** save +2

ATTACKS: ⊕ **Chain** Reach 3; +23 vs AC; 2d8+7

↯ **Chain Smash** Standard; 2 ⊕ atks.

✧ **Chain Grab** Burst 2; +21 vs Ref; pull 1 AND Immobilized; target moves with this creature, can escape as from grab

LIMITED POWERS

✧ **Chain Burst** Burst 4; +23 vs AC; 1d8+7. Rchg when target escapes *chain grab.*

ABILITIES: Action Point 1

Entangling Chains Aura 3; enemies Slowed.

Stable Footing Ignores difficult terrain.

STR +17 (26)	CON +15 (23)	DEX +12 (16)	INT +9 (11)	WIS +12 (16)	CHA +10 (12)

D&D ROLEPLAYING STATS — Illus. Wayne England

Golden Wyvern Initiate

MEDIUM NATURAL HUMANOID — LEVEL 8 CONTROLLER

AC 20 | FORT 19 | REF 19 | WILL 21 | HP/Bloodied 55/27

INIT +6 | **SPD** 6

Senses Perception +8

ATTACKS

⊕ **Quarterstaff** +10 vs AC; 2d4

✲ **Fireblast** Burst 1 within 10; +12 vs Ref; 1d6+4 fire

LIMITED POWERS

✲ **Ice Storm** Burst 3 within 20; +12 vs Ref; 2d8+4 cold AND Immobilized (half dmg AND Slowed on miss); hit or miss, area is diff terrain rest of encounter

✧ **Icy Exhalation** Cone 3; +12 vs Ref; 1d6+1 cold

STR +4 (10)	CON +5 (12)	DEX +6 (14)	INT +8 (19)	WIS +8 (18)	CHA +5 (12)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Cloaktrick Rogue

MEDIUM NATURAL HUMANOID — LEVEL 13 SKIRMISHER

AC 28 | FORT 22 | REF 25 | WILL 23 | HP/Bloodied 79/38

INIT +11 | **SPD** 7

Senses Perception +12

ATTACKS

⊕ **Short Sword** +14 vs AC; 1d6+5 AND Dazed until start of target's turn

Sneak Atk +2d6 dmg with cbt adv.

LIMITED POWERS

Fouling Cloak Immed, when hit by ↯ atk; miss instead. Rchg 5.

↯ **Cloaked Strike** +14 vs Will; Dazed 1 rd AND followup. Rchg 5.

Followup +16 vs AC; 3d6+5

ABILITIES: Quick Step Shift up to 2.

SKILLS: Stealth +16

STR +8 (15)	CON +6 (11)	DEX +11 (21)	INT +8 (14)	WIS +7 (13)	CHA +9 (17)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

Tomebound Arcanist

MEDIUM NATURAL HUMANOID — LEVEL 15 CONTROLLER

AC 31 | FORT 23 | REF 27 | WILL 25 | HP/Bloodied 93/46

INIT +8 | **SPD** 7

Senses low-light; Perception +11

ATTACKS

⊕ **Dagger** +11 vs AC; 1d4+1

↾ **Black Page** Rg 10; +16 vs Will; 6d6 psy AND this creature takes 2d6 dmg

LIMITED POWERS

✲ **Cloud of Confusion** Burst 2 within 10; +16 vs Will; 3d6 psy (half on miss) AND until end of encounter, creatures that start or end turn in area are Confused (save ends). Rchg 6.

✲ **Rune of Terror** (Fear) Empty square within 10; creature entering takes 4d6 psy and -2 atk (save ends). Rchg 4.

STR +8 (13)	CON +9 (15)	DEX +8 (13)	INT +13 (23)	WIS +11 (18)	CHA +9 (15)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Half-Elf Assassin

MEDIUM NATURAL HUMANOID — LEVEL 5 LURKER

AC 18 | FORT 16 | REF 18 | WILL 16 | HP/Bloodied 38/19

INIT +5 | **SPD** 6

Senses Perception +3

Resist save +5 fear

ATTACKS

⊕ **Dagger** +8 vs AC; 1d4+3

↾ **Thrown Dagger** Rg 10; +8 vs AC; 1d4+3

↯ **Blood-Tempered Thrust** +10 vs AC; 2d4+3

Streetwise Requires cbt adv; extra ↯ atk, +1d6 dmg.

ABILITIES

Quick Step Shift up to 2.

SKILLS: Acrobatics +12, Stealth +12, Thievery +12

STR +3 (12)	CON +2 (10)	DEX +5 (17)	INT +2 (10)	WIS +3 (12)	CHA +4 (14)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Blazing Skeleton

MEDIUM NATURAL ANIMATE (UNDEAD) — LEVEL 5 ARTILLERY

AC 18 | FORT 14 | REF 18 | WILL 13 | HP/Bloodied 27/13

INIT +8 | **SPD** 6

Senses darkvision; Perception +3

Immune poison **Resist** fire 30, nec 10 **Vuln** rad 5

ATTACKS

⊕ **Blazing Claw** +8 vs AC; 1d4+1 AND ongoing 5 fire

↾ **Flame Orb** Rg 6; +8 vs Ref; 2d4+3 AND ongoing 5 fire

LIMITED POWERS

Fiery Riposte Immed, whenever hit by ↯ atk; +6 vs Ref; 2d8+3 fire AND ongoing 5 fire

STR +4 (15)	CON +2 (10)	DEX +8 (22)	INT -2 (3)	WIS +3 (14)	CHA +1 (9)

D&D ROLEPLAYING STATS — Illus. Kalman Andrasofszky

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Boneclaw Impaler
LARGE NATURAL HUMANOID (UNDEAD) — LEVEL 14 SOLDIER

AC 30 | FORT 23 | REF 27 | WILL 26 | HP/Bloodied 89/45

INIT +13 | **SPD** 8

Senses darkvision; Perception +13
Immune poison **Resist** nec 25 **Weakness** rad (see text)
ATTACKS: (+) **Claw** Reach 3; +19 vs AC; 1d12+7
↓ **Immobilizing Claw** Opp atk, +21 vs AC; 1d8+7 AND -1 cumulative spd until end of target's turn. If hits, can make another opp atk against same target next time it provokes this turn.
Accurate Melee Atk Ignores cover. **Threatening Reach** 3
LIMITED POWERS: ⟡ **Necrotic Pulse** Reaction, when first Bloodied; burst 5; undead heal 2d6+5 hp; living take 2d6+5 nec dmg
ABILITIES: Rad Weakness When takes rad dmg, loses reach 3 until end of next turn.
SKILLS: Athletics +15, Stealth +18

STR +10 (17) | CON +10 (16) | DEX +13 (23) | INT +7 (10) | WIS +8 (12) | CHA +11 (18)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Blackroot Treant
HUGE FEY MAGICAL BEAST (PLANT, UNDEAD) — LEVEL 19 ELITE SOLDIER (LEADER)

AC 36 | FORT 37 | REF 29 | WILL 32 | HP/Bloodied 171/85

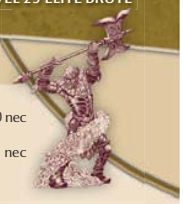
INIT +11 | **SPD** 6

Senses low-light vision; Perception +13
Resist save +2 **Vuln** fire 10, rad 10
ATTACKS
(+) **Slam** Reach 3; +25 vs AC; 1d12+11 AND ongoing 5 nec
↓ **Root Trip** Minor; reach 4; +23 vs Ref, target on ground or up to 4 squares in air; prone AND Restrained
LIMITED POWERS: Action Point 1
⟡ **Deathblood** Burst 4; up to 2 undead allies of lower lvl heal 20 hp each. Rchg 6.
ABILITIES
Forestwalk Ignores difficult forest terrain.

STR +20 (32) | CON +16 (24) | DEX +11 (14) | INT +12 (16) | WIS +13 (18) | CHA +15 (22)

D&D ROLEPLAYING STATS — Illus. Warren Mahy

Death Titan
HUGE SHADOW HUMANOID (GIANT) — LEVEL 25 ELITE BRUTE



AC 39 | FORT 43 | REF 39 | WILL 36 | HP/Bloodied 258/189

INIT +18 | **SPD** 8

Senses darkvision; Perception +20 **Resist** nec 40; save +2
ATTACKS: (+) **Greataxe** Reach 3; +28 vs AC; 2d10+10 + 2d10 nec
↓ **Double Atk** Standard; 2 (+) atks.
↗ **Hurl Soul Shard** Rg 20; -1 soul shard; +27 vs AC; 2d12+6 nec
↗ **Steal Soul** Minor; rg 5; +31 vs Fort, dying only; -1 heal res (killed if none). +1 soul shard.
LIMITED POWERS: Action Point 1
Necrotic Empowerment Minor; -1 soul shard; *hurl soul shard* deals 4d12+12 nec. Rchg on successful *steal soul* or *soul devourer*. ↗ **Soul Devourer** Rg 5; +31 vs Fort; -1 heal res (if none, dmg = 1/2 starting hp). +1 soul shard. Rchg 6.
ABILITIES: Consume Shard Minor; -1 soul shard; heal 15 hp.
Soulburner Aura 5; enemies -2 atk/Def. Whenever a creature dies in range, +1 soul shard.
Soul Shroud 4 soul shards. When empty, -2 AC/Def, **resist** nec only 30.

STR +22 (31) | CON +20 (27) | DEX +18 (23) | INT +13 (12) | WIS +15 (17) | CHA +15 (16)

D&D ROLEPLAYING STATS — Illus. David Griffith

Enormous Carrion Crawler
HUGE ABERRANT BEAST — LEVEL 17 ELITE CONTROLLER

AC 32 | FORT 31 | REF 30 | WILL 29 | HP/Bloodied 154/77

INIT +12 | **SPD** 6 | **CLB** 6

Senses darkvision; Perception +12
Resist save +2
ATTACKS: (+) **Bite** +22 vs AC; 2d8+7
↓ **Poison Tentacles** Reach 2; +20 vs Fort; 2d4+7 AND ongoing 10 poison AND *carrion crawler venom*
Carrion Crawler Venom No conditions: Slowed (save ends). Slowed: Immobilized (save ends). Immobilized: Stunned (save ends). New condition replaces previous; save reduces 1 step. Save -5 if taking ongoing poison dmg.
Threatening Reach 2
LIMITED POWERS: Action Point 1
⟡ **Tentacle Flurry** Cone 3; +20 vs Fort; 1d4+5 AND ongoing 5 poison and *carrion crawler venom*. Rchg when first Bloodied.

STR +15 (25) | CON +14 (22) | DEX +12 (18) | INT +5 (4) | WIS +11 (16) | CHA +12 (18)

D&D ROLEPLAYING STATS — Illus. David Griffith

Lurking Wraith
MEDIUM SHADOW HUMANOID (UNDEAD) — LEVEL 8 LURKER

AC 20 | FORT 19 | REF 20 | WILL 21 | HP/Bloodied 42/21

INIT +8 | **FLY** 6(Hv)

Senses darkvision; Perception +9
Immune poison **Resist** nec 20; insubstantial
Vuln rad 10
ATTACKS
(+) **Touch** +11 vs Ref; 1d6+5 nec and followup against Bloodied
Followup +11 vs Fort; 1d6+5 psy AND Enervated 1 rd
Lurking Strike Cbt adv against enemies that can't see this creature at start of its turn.
ABILITIES: Phasing
SKILLS: Stealth +13

STR +3 (8) | CON +7 (16) | DEX +8 (18) | INT +4 (11) | WIS +4 (11) | CHA +9 (20)

D&D ROLEPLAYING STATS — Illus. Kalman Andrasofszky

Hellwasp
MEDIUM NATURAL BEAST — LEVEL 4 SOLDIER

AC 18 | FORT 16 | REF 18 | WILL 14 | HP/Bloodied 37/18

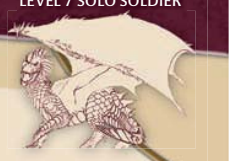
INIT +6 | **SPD** 4 | **FLY** 7 (Hv)

Senses Perception +2
ATTACKS
(+) **Sting** +9 vs AC; 1d8+5
Drone Adj enemies can't make opp atks against others.

STR +3 (12) | CON +4 (14) | DEX +6 (19) | INT -2 (-3) | WIS +2 (11) | CHA +2 (11)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Young Adamantine Dragon
LARGE NATURAL MAGICAL BEAST (DRAGON) — LEVEL 7 SOLO SOLDIER



AC 26 | FORT 26 | REF 23 | WILL 22 | HP/Bloodied 133/66

INIT +6 | **SPD** 6 | **FLY** 8

Senses darkvision; Perception +15
Resist fire 15; save +5
ATTACKS: (+) **Claw** Reach 2; +12 vs AC; 1d8+6
↓ **Bite** Reach 2; +12 vs AC; 2d6+6
↓ **Double Atk** Standard; 2 (+) atks.
LIMITED POWERS: Action Points 2
Bloodied Breath Reaction, when first Bloodied; *breath wpn*.
⟡ **Breath Wpn** Cone 6; +12 vs Fort; 3d8+3 thnd AND -2 AC until end of encounter. Rchg 5.
⟡ **Frightful Presence** Burst 5; +7 vs Will; Stunned 1 rd AND -2 atk (save ends)
Thundershock If not Bloodied on turn after using *breath wpn*, 10 thnd to all within 3.

STR +9 (22) | CON +7 (19) | DEX +6 (17) | INT +3 (11) | WIS +5 (14) | CHA +4 (12)

D&D ROLEPLAYING STATS — Illus. Lars Grant-West

Ochre Jelly
LARGE NATURAL BEAST (OOZE) — LEVEL 3 ELITE BRUTE

AC 17 | FORT 15 | REF 13 | WILL 13 | HP/Bloodied 33/16

INIT +5 | **SPD** 5

Senses tremorsense 10; Perception +7
Immune mindless (atks vs Will) **Resist** acid 10
ATTACKS
(+) **Slam** +8 vs AC; 1d6+6 plus ongoing 5 acid
ABILITIES
Division When first Bloodied, splits into 2, each with half remaining hp. Conditions affecting parent apply to only 1 new jelly. Does not divide at 1 hp or below.
Flowing Form Move up to 4, gain liquid body while moving.

STR +2 (13) | CON +1 (11) | DEX +0 (8) | INT -4 (1) | WIS +2 (12) | CHA -4 (1)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

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Ravenous Dire Rat

SMALL NATURAL BEAST

LEVEL 1 MINION

AC	FORT	REF	WILL	HP/Bloodied
15	13	15	12	5/2

INIT +3 | **SPD** 4 | **CLB** 3

Senses darkvision; Perception +5

ATTACKS:

⊕ **Bite** +6 vs AC; 3

ABILITIES:

Group Atk +3 dmg per additional dire rat.

Melee Agility Whenever hits with ⊕ atk, can immed shift.

SKILLS: Athletics +6; Stealth +8

STR	CON	DEX	INT	WIS	CHA
+1 (12)	+1 (12)	+3 (17)	-4 (2)	+0 (10)	-1 (9)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Roper

LARGE ELEMENTAL MAGICAL BEAST

LEVEL 14 ELITE CONTROLLER

AC	FORT	REF	WILL	HP/Bloodied
30	29	24	26	131/65

INIT +13 | **SPD** 2 | **CLB** 2

Senses darkvision; Perception +10 **Resist** save +2

ATTACKS: ⊕ **Bite** Reach 1; +19 vs AC; 2d8+4

↓ **Tentacle Rake** Reach 10; +17 vs AC; 2d10+4 AND Grabbed AND *roper venom*

↓ **Tentacle Fury** Reach 10; 2 targets, *tentacle rake*

↓ **Reel In** Minor; Grabbed only, +16 vs Fort; pull 5

Roper Venom +20 vs Fort; Enervated AND -2 atk (save ends both)

Tentacle Grapple Grab, up to 2, act normally; can't atk with grabbing tentacle. Tentacle def same as roper's; hit deals no dmg but releases Grabbed target.

LIMITED POWERS: Action Point 1

Lashing Tentacles Immed, when first Bloodied; up to 2 ⊕ atks. Can't atk same target more than once, and can't atk target Grabbed by tentacle.

ABILITIES: Stony Body When not moving, +10 Stealth.

SKILLS: Stealth +15 (+25 *stony body*)

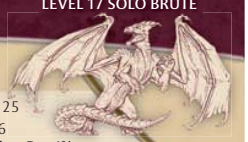
STR	CON	DEX	INT	WIS	CHA
+11 (19)	+13 (22)	+8 (12)	+7 (11)	+10 (16)	+6 (9)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Elder White Dragon

HUGE NATURAL MAGICAL BEAST (DRAGON)

LEVEL 17 SOLO BRUTE



AC	FORT	REF	WILL	HP/Bloodied
33	34	31	31	290/145

INIT +11 | **SPD** 8 | **FLY** 8

Senses darkvision; Perception +11 **Resist** cold 25

ATTACKS: ⊕ **Claw** Reach 3; +22 vs AC; 2d10+6

↓ **Double Atk** Standard; 2 ⊕ atks. ↓ **Mauling Bite** If hits smaller with both, pull 2 AND +22 vs AC; 1d10+6 + 2d12 cold

↓ **Predator's Claw** +20 vs Ref, adj smaller; 1d10+6 AND Grabbed. *Continue*: 5d8+6 dmg/rd. Can use *breath wpn*.

LIMITED POWERS: Action Points 2

↼ **Breath Wpn** Cone 10; +22 vs Fort; 3d12+8 cold (half on miss) and -2 atk 1 rd. Rchg 5. **Bloodied Breath** Reaction, when first Bloodied; *breath wpn*.

↝ **Icy Tomb** Replaces *breath wpn*; rg 5; +22 vs Fort; 4d12+8 cold AND Helpless. *Continue*: 4d12+8 cold/rd.

↼ **Frightful Presence** Burst 10; +16 vs Will; Stunned 1 rd AND -2 atk (save ends). Rchg 6.

STR	CON	DEX	INT	WIS	CHA
+14 (22)	+16 (26)	+11 (16)	+10 (14)	+11 (17)	+10 (14)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Elf Arcane Archer

MEDIUM NATURAL HUMANOID (ELF)

LEVEL 13 ARTILLERY

AC	FORT	REF	WILL	HP/Bloodied
28	21	26	22	50/25

INIT +14 | **SPD** 8

Senses low-light vision; Perception +13

Resist save +5 charm

ATTACKS

⊕ **Short Sword** +11 vs AC; 1d6+2

↝ **Longbow** +16/+16 vs AC; 1d8+6 + 1d6 fire each

Phasing Arrows ↝ atk ignores cover and concealment.

LIMITED POWERS

↼ **Steel Rain** Cone 6; +16 vs Ref; 1d8+6 + 1d6 fire. Rchg 5.

SKILLS: Stealth +17

STR	CON	DEX	INT	WIS	CHA
+7 (13)	+5 (9)	+12 (23)	+7 (12)	+8 (15)	+9 (17)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

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